

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class GameUIManager {
        - uiPovManager
        + DisplayUIFor()
    }
    MonoBehaviour <|-- GameUIManager
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'MonoBehaviour', while the other two are empty. Below it is the 'GameUIManager' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'GameUIManager', the middle compartment contains the attribute '- uiPovManager', and the bottom compartment contains the method '+ DisplayUIFor()'. A blue line with an open triangular arrowhead points from the top of the 'GameUIManager' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

GameUIManager

- uiPovManager

+ DisplayUIFor()